Name: Grade: Date:

TECH IS MAGIC

QUESTIONS AND ANSWERS ACTIVITY

Think about what you've learned so far



1	What was your favorite part of the story? Why?
2	If you could build a robot to help you at home, what would it do?
3	What would the world be like if there were no internet at all?
4	What's the funniest or weirdest tech problem you've seen?
5	What other cool things can your body do that feel like superpowers?
6	If you could write code for anything, what would you want it to do?
7	What's a problem you'd like to solve using technology or creativity?
8	What's something cool you've made, drawn, built, or imagined lately?



Grades: 1-4

Duration: 30-45 minutes

Subjects: ELA, STEAM, Technology Literacy

Overview:

This worksheet is designed to accompany a read-aloud of Tech is Magic! Tech Tales for Curious Kids by Taylor Smith. The questions align with each page of the book, encouraging students to think critically about technology, connect personally to the content, and use their creativity.

Learning Objectives:

By completing this activity, students will:

- Demonstrate reading comprehension through discussion and reflection
- Identify basic concepts in technology and innovation
- Express their ideas creatively through writing or drawing
- Explore problem-solving through a STEAM lens

* How to Use the Worksheet:

- Before Reading:
- Ask students: "What do you think technology is? Is it only computers, or could it be more?"
- Briefly explain that the book explores real tech facts that feel like magic.
- During Reading:
- Read the book aloud (or project the PDF if digital).
- Pause after each page to ask related questions orally, or let students jot down ideas in their worksheet.
- After Reading:
 - Have students complete the Q&A worksheet independently or in small groups.
 - Encourage them to draw pictures or diagrams with their answers if helpful.
 - Share responses aloud or turn the activity into a class discussion.

X Extension Ideas:

- STEAM Corner: Have students design their own robot, website homepage, or code-powered invention on paper or digitally.
- Writing Prompt: "Imagine you're a tech inventor—what problem would you solve?"
- Cross-Curricular: Link to science or tech standards by exploring how touchscreens, coding, or the internet work.

Materials Needed:

- Copy of Tech is Magic! (digital or printed)
- Printed Q&A worksheet
- Pencils, markers, or crayons (optional for creative responses)

Mini Lesson Plan: "Invent a Helper Bot!"

E Objective:

Students will use imagination and problem-solving to design a robot (or "helper bot") that solves a real-world problem at home or school.

Learning Goals:

- Introduce the basics of technology and engineering thinking
- Encourage empathy by identifying everyday challenges
- Practice design thinking and creative drawing
- Develop oral or written communication skills by explaining their idea
- Materials:
 - Paper
 - Pencils, crayons, or markers
 - (Optional) Printout of a "Helper Bot" template or outline

- Instructions:
 - 1. Warm-Up Question (5 min)
 - 2. Ask:
 - What is a robot?
 - What do you wish you had help with every day?
 - 3.Challenge (15 min)
 - 4. Tell students:
 - 5.Imagine a robot that could help with something you don't enjoy like cleaning your room, doing homework, or organizing art supplies. Now design it!
 - 6.On their paper, they will:
 - Draw their helper bot
 - Give it a name
 - o Label the parts and describe what each part does
 - 7.Share Out (5-10 min)
 - 8. Invite students to share their invention with the class or family. They can explain:
 - What problem it solves
 - How it works
 - o Why it's helpful

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* Extension Ideas:

- Have students build a prototype with blocks, Legos, or recycled materials
- Create a "Helper Bot Gallery Walk" for everyone to see each other's designs
- Turn it into a writing prompt: "A Day in the Life with My Helper Bot"

If you have ideas, classroom photos, or want to connect:

Contact:

taylorthecreatoratl@gmail.com www.TheTTCAgency.com

TECH IS MAGIC

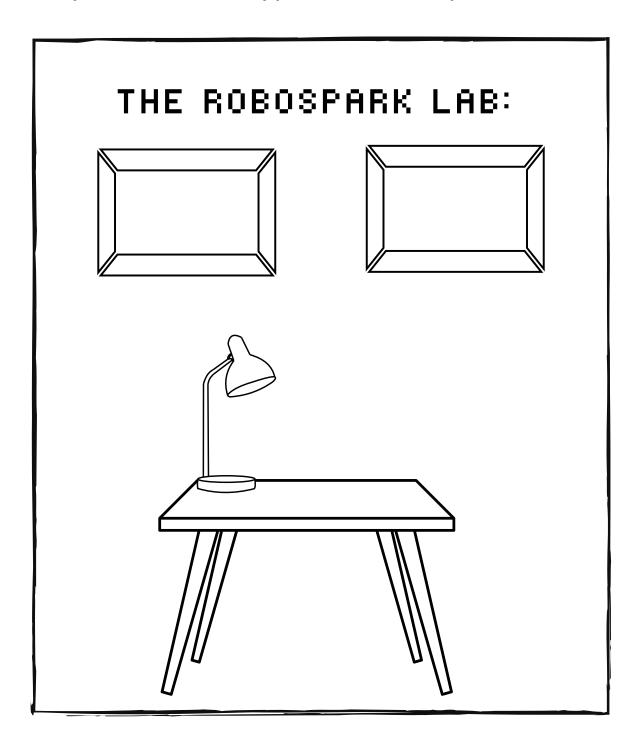
Coloring Books

Explore, Imagine & Color the World of rechnology!

MEM for the appearable of the megination from the first free early eniqual

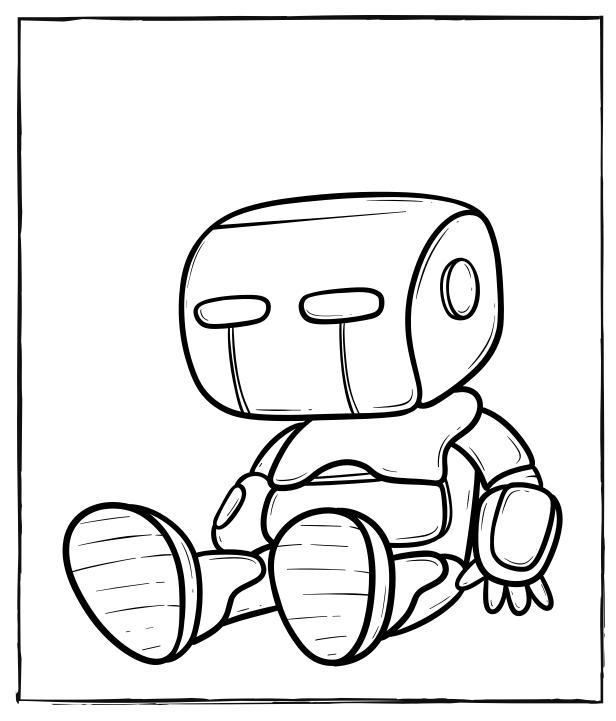
The RoboSpark Lab: Where curious minds build brilliant bots!

Color in your lab to make it truly yours! What's inside your secret lab?



Meet Gigabot: A big, gentle bot with a giant brain

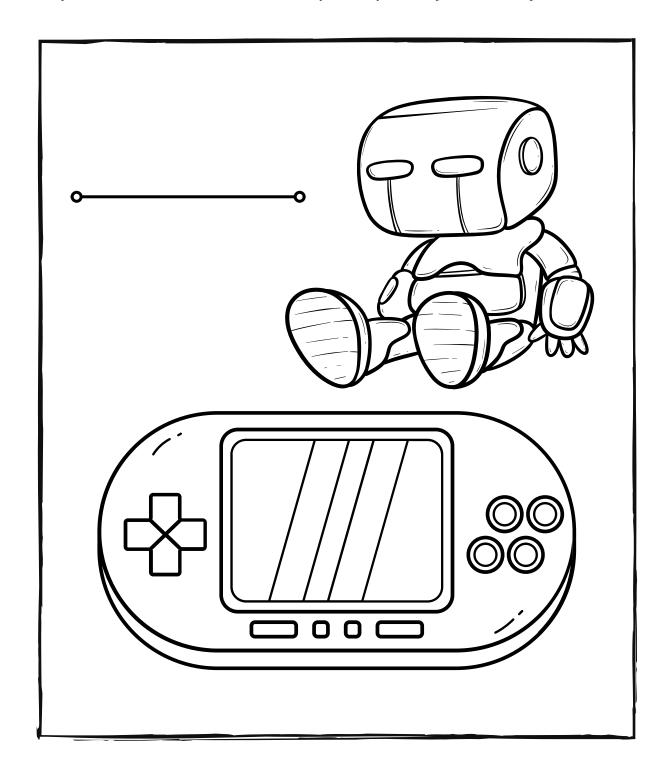
Color your robot, then draw their favorite gadget!



WWW.THETTCAGENCY.COM | @TTCREATORAGENCY | TAYLORTHECREATORATL@GMAIL.COM
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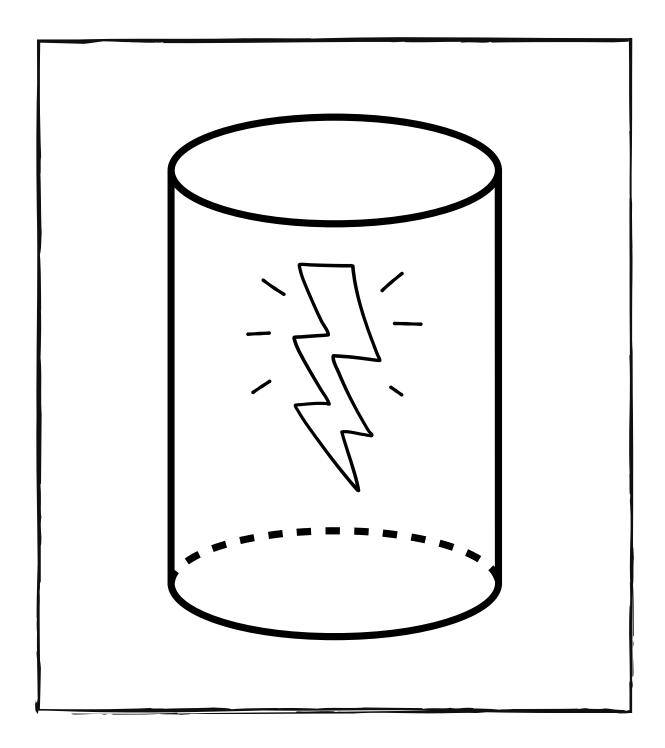
The ColorCore Console

Color your device then write what special power your robot just unlocked!



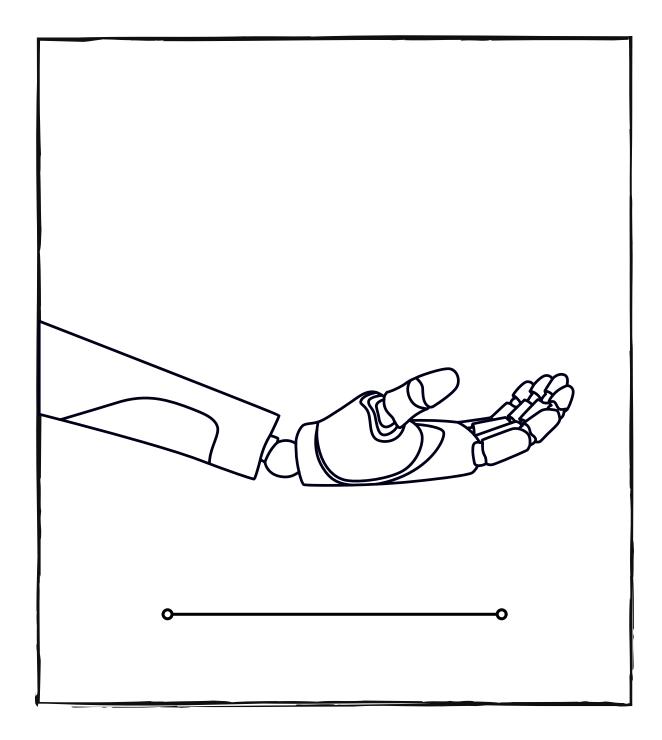
Mission: Power Boost!

Color your robot's energy core using red, orange, and yellow. What new superpower does it unlock?



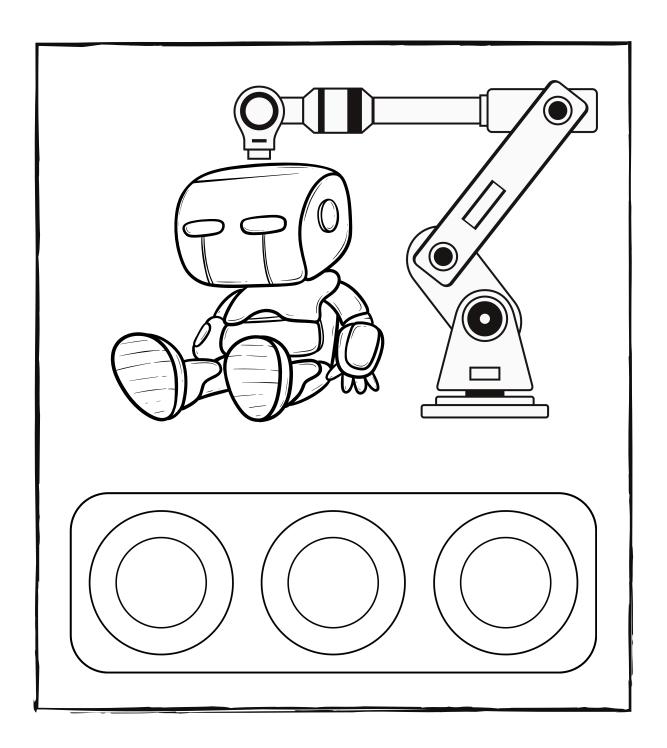
Add a Secret Tool!

Every robot needs a surprise gadget. Draw one in your robot's hand and give it a cool name.



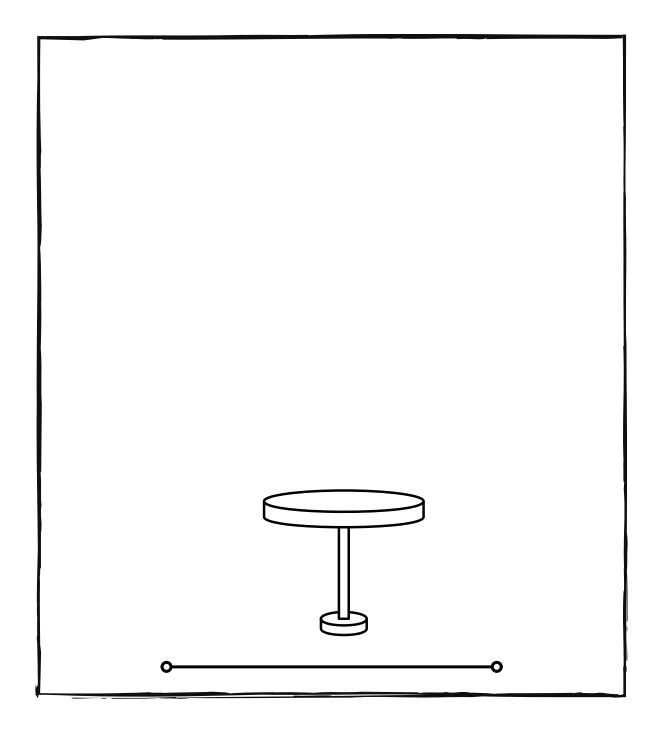
Customize the Control Panel

Design 3 buttons for your robot's chest screen. What do they each do? (Hint: One can be for flying, one for invisibility, and one for dance mode!)



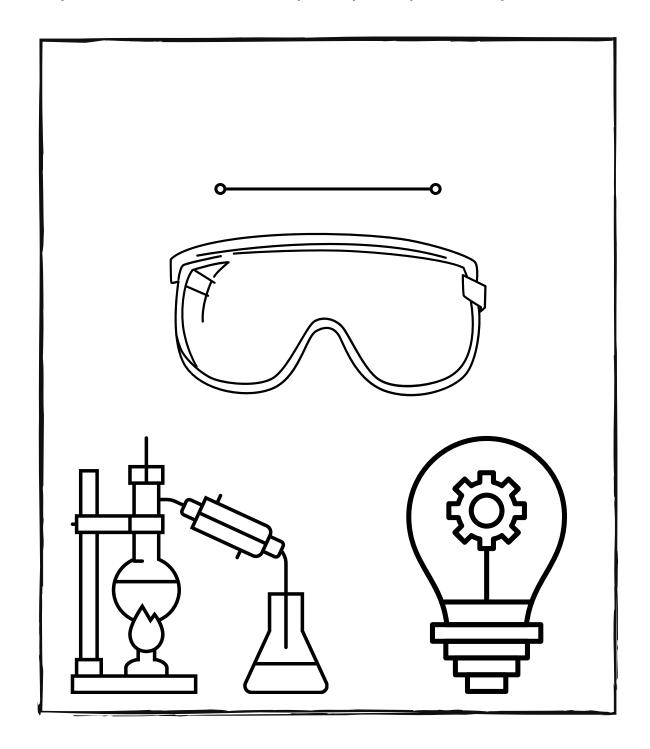
Invent a Sidekick!

Draw your robot's mini helper! What's their name and special skill?



Upgrade Your Robot. Mission: Power Boost!

Color your tools then write what special power your robot just unlocked!



UNLOCK THE MAGIC

Tech Hunt Challenge

A Scavenger Hunt for Curious Kids

Find the Magic of Everyday Tech

Cet ready to explore the techy wonders hiding all around your home.

Crab a grown-up, your sharp eyes, and your imagination.

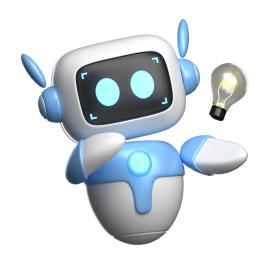
Let's gol



Clue 1: Zoom, Zoom Who Cleans the Room?

Your first mission: Find something that might zoom around the house and gobble up dust like a robot in disguise!

(Hint: It's round, low to the ground, and might be hiding near the couch!)





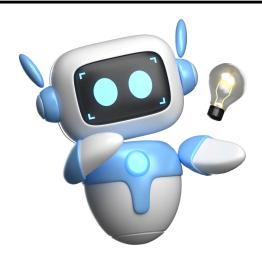
Found: Robot vacuum or cleaning tool

Try drawing what you found!

Clue 2: Hello, Invisible String!

Find a gadget that connects to the internet - the big invisible web that ties everything together.

(Hint: You might be using it to play games, watch shows, or do homework!)





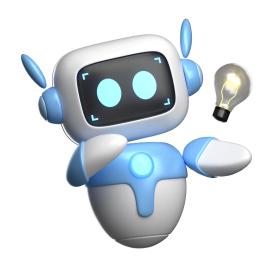
Found: Tablet, phone, or computer

Try drawing what you found!

Clue 3: Is There a Bug in the System?

Find something with buttons or a screen... and check to make sure there are no actual bugs inside!

(Hint: If something ever "glitches," it could be a techy bug!)





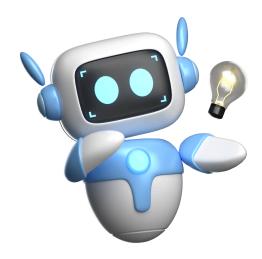
Found: Keyboard, remote, or game controller

Try drawing what you found!

Clue 4: Super Fingers Activate!

Find a screen that reacts when you touch it. Can you give it a gentle tap or swipe and make it respond?

(Hint: It works like magic... from your fingertips!)





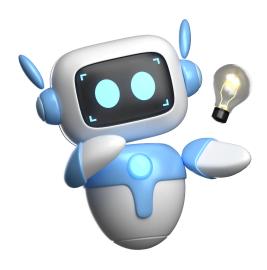
Found: Touchscreen device



Clue 5: Travel Back to the First Website

Find a book, paper, or screen that tells stories - just like the first-ever website did back in 1991!

(Hint: What are you reading right now?)





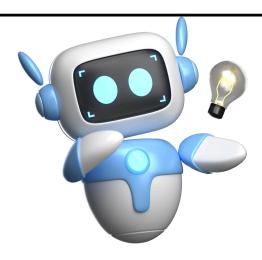
Found: This book, another book, or a webpage

Try drawing what you found!

Clue 6: Code Breaker Zone

Find something that follows instructions perfectly every time. It might beep, flash, or respond to commands.

(Hint: It might be a robot toy, smart speaker, or game!)





	Found: Smart device or toy
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Try drawing what you found!

Clue 7: You Are the Magic!

Last challenge! Find a mirror and look at the future tech star staring back at you.

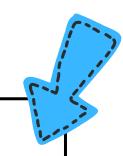
(Hint: It's YOU!)





	Found: Mirror or selfie camera	
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Mission Complete!

You've completed the Tech Is Magic scavenger hunt!

You're officially a Junior Tech Explorer.

Now... what amazing invention will YOU dream up next?



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Designed and illustrated by Taylor Smith

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